

	1979	1980
1.1.1	100	100
1.1.2	100	100
1.1.3	100	100
1.1.4	100	100
1.1.5	100	100
1.1.6	100	100
1.1.7	100	100
1.1.8	100	100
1.1.9	100	100
1.1.10	100	100
1.1.11	100	100
1.1.12	100	100
1.1.13	100	100
1.1.14	100	100
1.1.15	100	100
1.1.16	100	100
1.1.17	100	100
1.1.18	100	100
1.1.19	100	100
1.1.20	100	100
1.1.21	100	100
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1.1.24	100	100
1.1.25	100	100
1.1.26	100	100
1.1.27	100	100
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1.1.81	100	100
1.1.82	100	100
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1.1.90	100	100
1.1.91	100	100
1.1.92	100	100
1.1.93	100	100
1.1.94	100	100
1.1.95	100	100
1.1.96	100	100
1.1.97	100	100
1.1.98	100	100
1.1.99	100	100
1.1.100	100	100

APPLICATION FOR PATENT

**DEVICES, SOFTWARES AND METHODS
FOR SELECTIVELY DISCARDING
INDICATED ONES OF VOICE DATA PACKETS
RECEIVED IN A JITTER BUFFER**

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5 **DEVICES, SOFTWARES AND METHODS**
 FOR SELECTIVELY DISCARDING
 INDICATED ONES OF VOICE DATA PACKETS
 RECEIVED IN A JITTER BUFFER

CROSS REFERENCE TO RELATED APPLICATIONS

 This document may be found to be related to U.S.A. Patent Application No.
10 [SER.NO.OF.200], filed on January 3, 2002.

BACKGROUND OF THE INVENTION

1. Field of the invention.

 The present invention is related to the field of communications through networks,
15 and more specifically to devices, softwares and methods for selectively discarding
 indicated ones of voice data packets received in a jitter buffer.

2. Description of the related art.

 Networks, such as the internet, are increasingly used for communications. The
20 Internet Protocol (IP) has been developed for communications through the internet.

 As of recently, networks are used for transporting also video data and voice data.
The latter takes place using a Voice over Internet Protocol (VoIP). Voice data packets
are generated at a steady rate, and then transmitted through the network. If any are lost,
they are not retransmitted, and will not received by the intended network appliance which
25 is at the network endpoint. If they are not received, or arrive too late, they are not
 incorporated in the playout by the network appliance.

 The voice data packets arrive at the internet appliance, and are then stored in a
specially allocated portion of its memory, which is called the jitter buffer. Then they are
played out of the jitter buffer as sound. For playout, the voice data packets are taken in
30 their proper order and at a steady rate.

When the network is congested, there are longer delays between transmission and reception. In addition the voice data packets tend to arrive more in bursts (concentrated groups, then nothing), instead of at a steady rate. Since playout must happen at a steady rate, the jitter buffer size must be increased when network congestion is detected. When it is increased, there is a longer overall delay in receiving sound from the source, which reduces the quality of service (QoS).

Adaptive dejitter algorithms are being developed for dynamically optimizing the QoS. When these detect that the network is becoming less congested, then they also reduce the size of the data buffer. This reduces the overall delay, thus improving the QoS.

Reducing the size of the data buffer entails discarding voice packets from the jitter buffer. Plus, there will be a period of adjustment to the lesser delay. During that short period, the time axis of playout is compressed. This means that fewer packets will be played out than were correspondingly received. This results in noticeable degradation of the voice quality (and thus also of the QoS) during the delay adjustment period.

The degradation takes place because the time axis will be compressed. But it is worse because the choice of which voice packets to discard is random. That is because, for reconstructing speech, some packets are perceptually more important than others. But their relative importance is not accounted for in the discard decisions of the network appliance. Accordingly, the important packets have an equal chance of being discarded as the less important packets. Thus the playout during the adjustment period can have a poor quality, even if only few packets are being discarded.

BRIEF SUMMARY OF THE INVENTION

The present invention overcomes these problems and limitations of the prior art.

Generally, the present invention provides devices, softwares and methods for selectively discarding indicated ones of voice data packets received in a jitter buffer. A comparative discardability code is extracted from one of the stored packets. The code reflects the desirability for discarding the packet relative to the others. A discard decision for the specific packet is made in accordance with the extracted comparative

discardability code. Extracting is preferably performed when it is determined to diminish a size of the buffer.

The invention offers the advantage that perceptually important packets will survive discarding during the adjustment period, and will be played out. Therefore, even though there will be some degradation from discarding packets, the degradation will be less noticeable even if many packets are being discarded.

The invention will become more readily apparent from the following Detailed Description, which proceeds with reference to the drawings, in which:

10 **BRIEF DESCRIPTION OF THE DRAWINGS**

Fig. 1 is a network diagram showing an internet appliance made according to an embodiment of the present invention receiving data.

Fig. 2 is a network diagram showing an internet telephone made according to an embodiment of the present invention receiving data.

15 Fig. 3 is a block diagram of an internet appliance made according to an embodiment of the present invention.

Fig. 4 is a diagram of a data packet made for processing according to an embodiment of the present invention.

20 Fig. 5 is a flowchart illustrating a method according to an embodiment of the present invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT(S)

As has been mentioned, the present invention provides devices, softwares and methods for selectively discarding indicated ones of the voice data packets from a jitter buffer. The packets are indicated for preferred discarding or not depending on a code. The invention is now described in more detail.

Referring now to Fig. 1, a diagram is shown for network 100. Network 100 may be any packet switched communications network, such as the internet, a local area network (LAN), a metropolitan area network (MAN), an intranetwork of an organization, etc.

A network appliance 110 made according to the invention is also equivalently known as an internet appliance. Appliance 110 is connected to network 100, and receives voice data packets through it. Appliance 110 then plays them out through a speaker. Appliance 110 can therefore be any number of devices, including but not limited to an internet radio, an Internet Protocol (IP) telephone, a multimedia reception device that also receives and plays out sound, etc.

An internet voice data packet transmitter 140 is also connected with network 100. Transmitter 140 may be any device that transmits voice data packets through network 100. It can be either a network switch device that retransmits such packets (e.g. a router), or a device that generates such packets. An example of the latter would be a broadcasting device (e.g. internet radio station or conference bridge). Another example would be an IP telephone.

Transmitter 140 establishes a connection 144 with appliance 110 through network 100. Then transmitter 140 transmits voice data packets to appliance 110 for playout.

One such packet 410 is shown, and discussed later.

Referring now to Fig. 2, another example is described. An IP telephone 210 is made according to an embodiment of the present invention. IP telephone 210 is connected to network 100.

A telephone 230 is a common, circuit switched telephone. Its user can call IP through network 100. More particularly, telephone 230 first establishes a connection 234 with a voice gateway 240 in network 100. Voice gateway 240 then establishes a packet switched connection 244 with IP telephone 210, to complete the connection. In fact, there may also be other routers in the path, in addition to router 140.

Voice gateway 240 transmits voice data packets to IP telephone 210 along connection 244. At least one such packet 410 is shown.

Referring now to Fig. 3, a network appliance 300 made according to an embodiment of the invention is described in more detail. Device 300 may be appliance 110 of Fig. 1, or IP telephone of Fig. 2, etc.

Device 300 may be implemented by combining separate components.

Alternately, one or more of the components of device 300 may be implemented as an Application Specific Integrated Circuit (ASIC), etc.

Device 300 has a network interface 320 for interfacing with a network, such as network 100.

Device 300 also has a processor 340 coupled with network interface 320. Processor 340 may include a codec 350 which is made from a voice encoder 360 and a voice decoder 370.

A speaker 375 receives data from voice decoder 370 for playout. In addition, a microphone 365 may be provided to receive voice data. This voice data is then sent to encoder 360.

Processor 340 may be implemented as a Central Processing Unit (CPU), or any other equivalent way known in the art. In one embodiment, device 300 additionally includes a memory 380, on which a program 390 may reside. Functions of processor 340 may be controlled by program 390, as will become apparent from the below. Alternately, processor 340 may be implemented as a Digital Signal Processor (DSP), etc.

Memory 380 has a portion allocated as a buffer 395, which is sometimes known as a jitter buffer 395. Processor 340 may control and adjust the size of jitter buffer 395, as will be understood from this document. Received packets, such as packet 410 are stored in buffer 395 until playout.

Referring to Fig. 4, a diagram is shown of a data packet 410. Packet 410 is made according to special specifications by a device other than device 300. The transmission received for voice playout has at least one voice data packet in the configuration of data packet 410.

Packet 410 includes a payload 420 and a header 430. Payload 420 includes at least one encoded voice frame EVF of the telephone conversation. Frame EVF is made from data bits. Header 430 is interpreted by a retransmitting network device, to direct where packet 410 will be sent to.

Packet 410 includes a comparative discardability code CDC according to the invention. Code CDC indicates the desirability for discarding frame EVF relative to frames in other packets (not shown).

Code CDC may be located anywhere in packet 410. It is highly preferred that code CDC be part of header 430. For example, header 430 may be a Real-Time

Transport Protocol (RTP) header, and code CDC may be part of an extension of RTP header 430.

Code CDC may be just one bit. By convention, the bit may be "1" to signify a higher discardability of a packet whose bit is "0".

5 As will be understood also from the below, code CDC does not determine for certain whether packet 410 will be discarded or not. While packets are being regularly played out, packet 410 will not be discarded at all. During an adjustment period to a lower end to end delay, then a code of "1" will make packet 410 a more likely discard candidate, than a packet a code of "0".

10 This selection process at device 300 will result in perceptually important portions of the speech having a better chance of being played out, as opposed to those that are not. Reconstruction, therefore, will produce better sounding voice for the user of device 300 during the adjustment period.

The invention may be practiced if all the voice data packets are configured as
15 packet 410, but that is not necessary. Only some voice data packets out of the entire stream need have a CDC code. The remaining voice data packets may, by convention, be deemed more desirable or less than those with the CDC codes.

It is highly preferred that the CDC codes are in accordance with classifying the speech content of each packet. Classification is into a type or class of speech. From
20 studies of speech production process, human speech sounds can be classified into three distinct classes according to their production process.

Voiced sounds are produced by forcing air through the glottis with the tension of the vocal cords adjusted, so that they vibrate in a relaxation oscillation, thereby producing quasi-periodic pulses of air, which in turn excite the vocal trace.

25 Unvoiced sounds are generated by forming a constriction at some point in the vocal tract (usually toward the mouth end), and forcing air through the constriction at a high enough velocity to produce turbulence. This creates a broad-spectrum noise source to excite the vocal tract.

Plosive sounds result from making a complete closure (again, usually toward the
30 front of the vocal tract), building up pressure behind the closure, and abruptly releasing it.

Studies also show that 60% of the time the caller doesn't talk (silence period) for a normal telephone conversation. Discontinuous transmission schemes (silence compression using Voice Activated Detection (VAD) and Comfort Noise Generation (CNG)) are commonly used to reduce bandwidth required for voice traffic. Even with
5 advanced VAD algorithms, however, there has to be some hangover time of encoding silence, to avoid backend clipping. So with VAD on, many of the transmitted voice packets are still silence frames.

Accordingly, a comparative discardability is determined for some of the data speech frames relative to others. The determination is made according to the perceptual
10 importance of the speech frames in the voice data packets relative to each other. The relative importance is determined from the type or class of speech, and from some empirical data. Namely, from the auditory perception point of view, the human brain is sensitive to transitions from one kind of sound to another, for example, from Voiced sound to Unvoiced sound, or Unvoiced to Voiced. In contrast, the human brain is not so
15 sensitive to the missing gap in between one kind of continuous sound, because it is smart enough to interpolate the missing part if the gap is short.

The present invention may be implemented by one or more devices that include logic circuitry. The device performs functions and/or methods as are described in this document. The logic circuitry may include a processor that may be programmable for a
20 general purpose, or dedicated, such as microcontroller, a microprocessor, a Digital Signal Processor (DSP), etc. For example, the device may be a digital computer like device, such as a general-purpose computer selectively activated or reconfigured by a computer program stored in the computer. Alternately, the device may be implemented an Application Specific Integrated Circuit (ASIC), etc.

Moreover, the invention additionally provides methods, which are described
25 below. The methods and algorithms presented herein are not necessarily inherently associated with any particular computer or other apparatus. Rather, various general-purpose machines may be used with programs in accordance with the teachings herein, or it may prove more convenient to construct more specialized apparatus to perform the
30 required method steps. The required structure for a variety of these machines will become apparent from this description.

In all cases there should be borne in mind the distinction between the method of the invention itself and the method of operating a computing machine. The present invention relates both to methods in general, and also to steps for operating a computer and for processing electrical or other physical signals to generate other desired physical signals.

The invention additionally provides programs, and methods of operation of the programs. A program is generally defined as a group of steps leading to a desired result, due to their nature and their sequence. A program made according to an embodiment of the invention is most advantageously implemented as a program for a computing machine, such as a general-purpose computer, a special purpose computer, a microprocessor, etc.

The invention also provides storage media that, individually or in combination with others, have stored thereon instructions of a program made according to the invention. A storage medium according to the invention is a computer-readable medium, such as a memory, and is read by the computing machine mentioned above.

The steps or instructions of a program made according to an embodiment of the invention requires physical manipulations of physical quantities. Usually, though not necessarily, these quantities may be transferred, combined, compared, and otherwise manipulated or processed according to the instructions, and they may also be stored in a computer-readable medium. These quantities include, for example electrical, magnetic, and electromagnetic signals, and also states of matter that can be queried by such signals. It is convenient at times, principally for reasons of common usage, to refer to these quantities as bits, data bits, samples, values, symbols, characters, images, terms, numbers, or the like. It should be borne in mind, however, that all of these and similar terms are associated with the appropriate physical quantities, and that these terms are merely convenient labels applied to these physical quantities, individually or in groups.

This detailed description is presented largely in terms of flowcharts, display images, algorithms, and symbolic representations of operations of data bits within at least one computer readable medium, such as a memory. An economy is achieved in the present document in that a single set of flowcharts is used to describe both methods of the invention, and programs according to the invention. Indeed, such descriptions and

1
representations are the type of convenient labels used by those skilled in programming and/or the data processing arts to effectively convey the substance of their work to others skilled in the art. A person skilled in the art of programming may use these descriptions to readily generate specific instructions for implementing a program according to the
5 present invention.

Often, for the sake of convenience only, it is preferred to implement and describe a program as various interconnected distinct software modules or features, individually and collectively also known as software and softwares. This is not necessary, however, and there may be cases where modules are equivalently aggregated into a single program
10 with unclear boundaries. In any event, the software modules or features of the present invention may be implemented by themselves, or in combination with others. Even though it is said that the program may be stored in a computer-readable medium, it should be clear to a person skilled in the art that it need not be a single memory, or even a single machine. Various portions, modules or features of it may reside in separate
15 memories, or even separate machines. The separate machines may be connected directly, or through a network, such as a local access network (LAN), or a global network, such as the Internet.

It will be appreciated that some of these methods may include software steps which may be performed by different modules of an overall parts of a software
20 architecture. For example, data forwarding in a router may be performed in a data plane, which consults a local routing table. Collection of performance data may also be performed in a data plane. The performance data may be processed in a control plane, which accordingly may update the local routing table, in addition to neighboring ones. A person skilled in the art will discern which step is best performed in which plane.

25 In the present case, methods of the invention are implemented by machine operations. In other words, embodiments of programs of the invention are made such that they perform methods of the invention that are described in this document. These may be optionally performed in conjunction with one or more human operators performing some, but not all of them. As per the above, the users need not be collocated
30 with each other, but each only with a machine that houses a portion of the program.

Alternately, some of these machines may operate automatically, without users and/or independently from each other.

Methods of the invention are now described. It will be appreciated that some of these methods may include software steps which may be performed by different modules of an overall parts of a software architecture. A person skilled in the art will discern which step is best performed in which plane.

Referring now to Fig. 5, a flowchart 500 is used to illustrate a method according to an embodiment of the invention. The method of flowchart 500 may also be practiced by device 300, etc.

10 According to a box 510, voice data packets are received through a packet switched network such as network 100.

According to a next box 520, the received packets are stored in a buffer, such as buffer 395.

15 According to a next box 530, some of the stored packets are played out, such as through a speaker 375.

According to a next box 540, it is inquired whether it has been determined to reduce the size of the buffer. If not, then execution returns to box 510.

If yes, then according to a next box 550, a comparative discardability code CDC of a specific stored packet relative to the others is extracted.

20 According to an optional next box 560, a discarding probability is set in accordance with the comparative discardability code CDC. If CDC is 1, the discarding probability is set higher than would be otherwise. If CDC is 0, the discarding probability is set lower than would be otherwise.

25 According to a next box 570, a discard decision is made for the specific packet. If optional box 560 has been executed, the discard decision is made in accordance with the set discarding probability

According to a next box 580, it is inquired if the discard decision is to drop the packet. If yes, then according to a next box 590, the packet is deleted without being played out.

30 A person skilled in the art will be able to practice the present invention in view of the description present in this document, which is to be taken as a whole. Numerous

details have been set forth in order to provide a more thorough understanding of the invention. In other instances, well-known features have not been described in detail in order not to obscure unnecessarily the invention.

- 5 While the invention has been disclosed in its preferred form, the specific
embodiments as disclosed and illustrated herein are not to be considered in a limiting
sense. Indeed, it should be readily apparent to those skilled in the art in view of the
present description that the invention may be modified in numerous ways. For example,
the invention may also be applied to video packets. The inventor regards the subject
matter of the invention to include all combinations and subcombinations of the various
10 elements, features, functions and/or properties disclosed herein.

The following claims define certain combinations and subcombinations, which
are regarded as novel and non-obvious. Additional claims for other combinations and
subcombinations of features, functions, elements and/or properties may be presented in
this or a related document.